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| 1        | 89   | (money near3 transfer) same (Internet or www or web) same bank                       | USPAT; US-PGPUB; EPO; JPO; DERWENT | 2003/04/22 15:58 |
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| -        | 445  | (wireless near2 receiv\$) same (vehicle or car or automobile)                        | USPAT; US-PGPUB; EPO; JPO; DERWENT | 2003/04/22 15:56 |
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| -        | 0    | (wireless near2 receiv\$) same money adj transfer                                    | USPAT; US-PGPUB; EPO; JPO; DERWENT | 2002/05/27 10:33 |
| -        | 10   | wireless same bank and money adj transfer  | USPAT; US-PGPUB; EPO; JPO; DERWENT | 2002/05/27 10:35 |
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Efficient and reliable data transmission for cellular-and-GPS-based mayday systems

- [Yilin Zhao](#)

Chicago Corporate Res. Labs., Motorola Inc., Schaumburg, IL, USA

*This paper appears in:* Intelligent Transportation System, 1997. ITSC

'97., IEEE Conference on

On page(s): 555 - 559

9-12 Nov. 1997

Boston, MA, USA

1997

ISBN: 0-7803-4269-0

IEEE Catalog Number: 97TH8331

Number of Pages: xii+1088

References Cited: 9

INSPEC Accession Number: 5894263

## Abstract:

As automotive mayday systems continue their momentum to reach the worldwide market, more and more people begin to be aware the benefit of these systems. A mayday system could significantly improve the safety of the vehicle and its occupants as well as provide a variety of valuable assistance to its users. Some popular systems integrate a cellular phone with a GPS (Global Positioning System) receiver as their in-vehicle equipment. When activated by a user or an emergency event, the system connects its user instantly to an operator in a 24-hour service center over the wireless cellular network. Meanwhile, the current vehicle position along with other important vehicle information are also transmitted to the center for immediate attention and further process. It becomes very important for mayday system designers to make sure that these data are transmitted efficiently and reliably. In the paper, we discuss a solution that provides such efficiency and reliability.

## Index Terms:

cellular radio Global Positioning System safety automobiles data  
transmission cellular-and-GPS-based mayday systems automotive  
mayday systems safety cellular phone GPS receiver emergency event  
24-hour service center wireless cellular network vehicle position  
vehicle information

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Bluetooth-based wireless connectivity in an automotive environment  
- Nusser, R. Pelz, R.M.

Corp. Res. & Dev., Robert Bosch GmbH, Hildesheim, Germany

*This paper appears in:* Vehicular Technology Conference, 2000.

IEEE-VTS Fall VTC 2000. 52nd

On page(s): 1935 - 1942 vol.4

24-28 Sept. 2000

Boston, MA, USA

2000

Volume: 4

ISBN: 0-7803-6507-0

IEEE Catalog Number: 00CH37152

Number of Pages: 6 vol. 3040

References Cited: 6

INSPEC Accession Number: 6880145

Abstract:

In contrast to a home or office environment the automotive environment represents a relatively underdeveloped application field regarding the provision of new services (e.g. car-specific services) and/or access to existing services (e.g. Internet services). One of the key elements for accomplishing such a task is an appropriate, wireless delivery media. A combination of several dedicated access technologies (e.g. stationary/mobile operation) is not precluded. The integration of existing and new communication technologies requires an appropriate in-car infrastructure for the support of communication, information and entertainment services, which takes into account the specific characteristics and constraints of the considered automotive environment. It can be foreseen that Bluetooth, an emerging technology for short range wireless connectivity, will be an integral part of future car-based networks. The paper describes concepts for integration of the Bluetooth technology, the achievable transmission performance and a potential user application framework.

Index Terms:

radio networks land mobile radio automobiles Internet mobile computing Bluetooth-based wireless connectivity automotive environment car-specific services Internet services wireless delivery media access technologies stationary/mobile operation entertainment services information services communication services short range wireless connectivity car-based networks Bluetooth technology transmission performance mobile computing

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Mobile multimedia platforms

- [Stirling, A.](#)

Arthur D. Little Inc., Cambridge, MA, USA

*This paper appears in:* Vehicular Technology Conference, 2000.

IEEE-VTS Fall VTC 2000. 52nd

On page(s): 2541 - 2548 vol.6

24-28 Sept. 2000

Boston, MA, USA

2000

Volume: 6

ISBN: 0-7803-6507-0

IEEE Catalog Number: 00CH37152

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References Cited: 9

INSPEC Accession Number: 6886933

#### Abstract:

With the explosion in mobile telecommunications and increasing competition, mobile telephone service providers and vehicle makers are looking to develop new types of services for vehicle users. So far the services have included information about traffic conditions and support in case of breakdowns. In future digital broadcast and third generation telecommunication systems will be used to deliver interactive multimedia services into the vehicle. This paper looks at platform requirements for supporting the delivery of the new multimedia services. It considers the role of operating systems and networks in determining the flexibility and costs of the system.

#### Index Terms:

[land mobile radio](#) [multimedia communication](#) [telecommunication traffic](#) [radiotelephony](#) [wireless LAN](#) [mobile multimedia platforms](#) [mobile telecommunications](#) [mobile telephone service providers](#) [vehicle makers](#) [traffic conditions](#) [breakdowns](#) [digital broadcast systems](#) [third generation telecommunication systems](#) [interactive multimedia services](#) [system costs](#) [system flexibility](#) [wireless local area networks](#) [wireless LAN](#)

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Mobile multimedia platforms

- Stirling, A.Arthur D. Little Inc., Cambridge, MA, USA  
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traffic conditions breakdowns digital broadcast systems third generation telecommunication systems interactive multimedia services  
system costs system flexibility wireless local area networks wireless LAN

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